32-bit double-buffered Color

24-bit Z

O2	O2	O2	O2
2.5M X11 Line 583K 3DVect 366K Tmesh 191K Tex Tmesh	3.2M X11 Line 760 3DVect 366K Tmesh 191K Tex Tmesh	TBD X11 Line TBD 3DVect TBD Tmesh TBD Tex Tmesh	TBD X11 Line TBD 3DVect TBD Tmesh TBD Tex Tmesh
O2	**O2**	**O2**	**O2**
R5000PC/ 180MHZ 3.4 SPECint95 4.5 SPECfp95 190 AIM VI*	R5000SC/ 180MHZ 4.6 SPECint95 5.4 SPECfp95 242 AIM VI*	R10000SC/ 150MHZ TBD SPECint95 TBD SPECfp95 TBD AIM VI*	R10000SC/ 175MHZ TBD SPECint95 TBD SPECfp95 TBD AIM VI*

* AIM V1 is the current accepted benchmark for workstations. AIM Technologies will no longer publish AIM III numbers in their Performance Guide.

SiliconGraphics Computer Systems

Workstation/Client Periodic Table: O2

Sep. 30,1996

3D Vectors = 3D Lines, Gouraud,Z

Tmesh = lit,Gouraud, Z, 50 pixel

Tex Tmesh = textured,lit, Gouraud,Z, 50 pixel